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FROM THE PAGES OF **VENOM: THE JURY!**

the AMAZING SPIDER-MAN



TRIAL BY
JURY™
PART ONE



11

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RE 13

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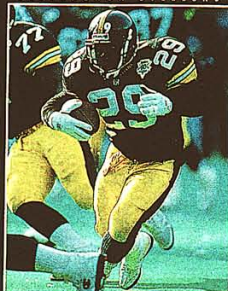
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Stan Lee
PRESENTS: **THE AMAZING SPIDER-MAN®**



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PENCILER

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RICK PARKER
LETTERS

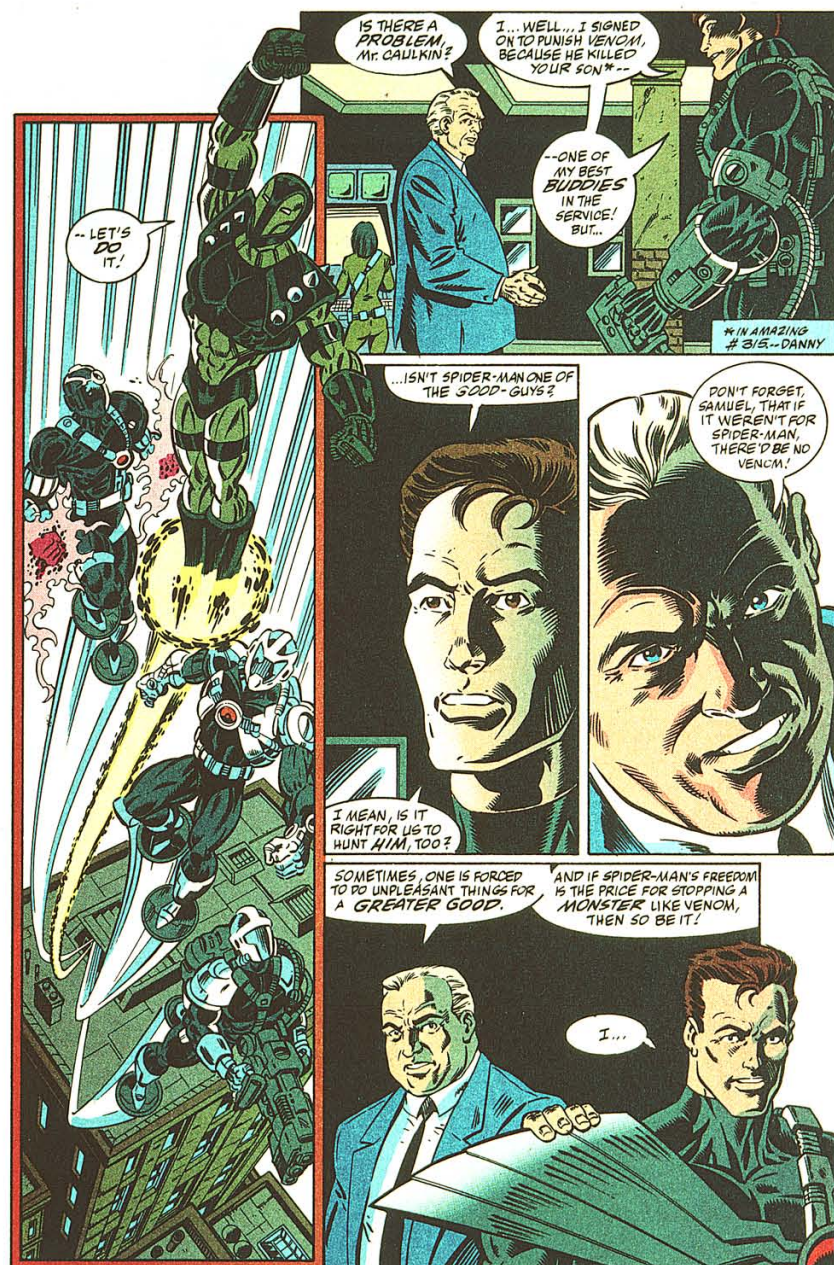
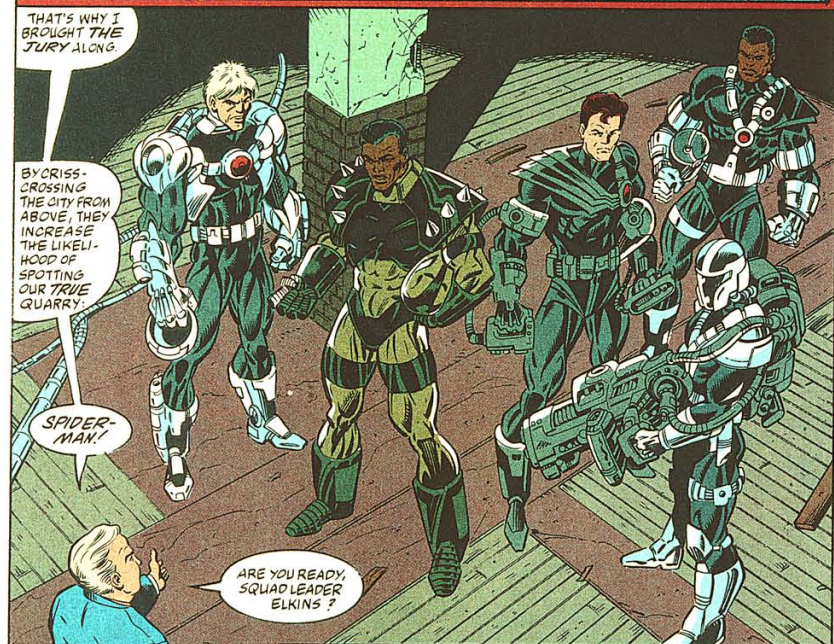
BOB SHAREN
COLOR

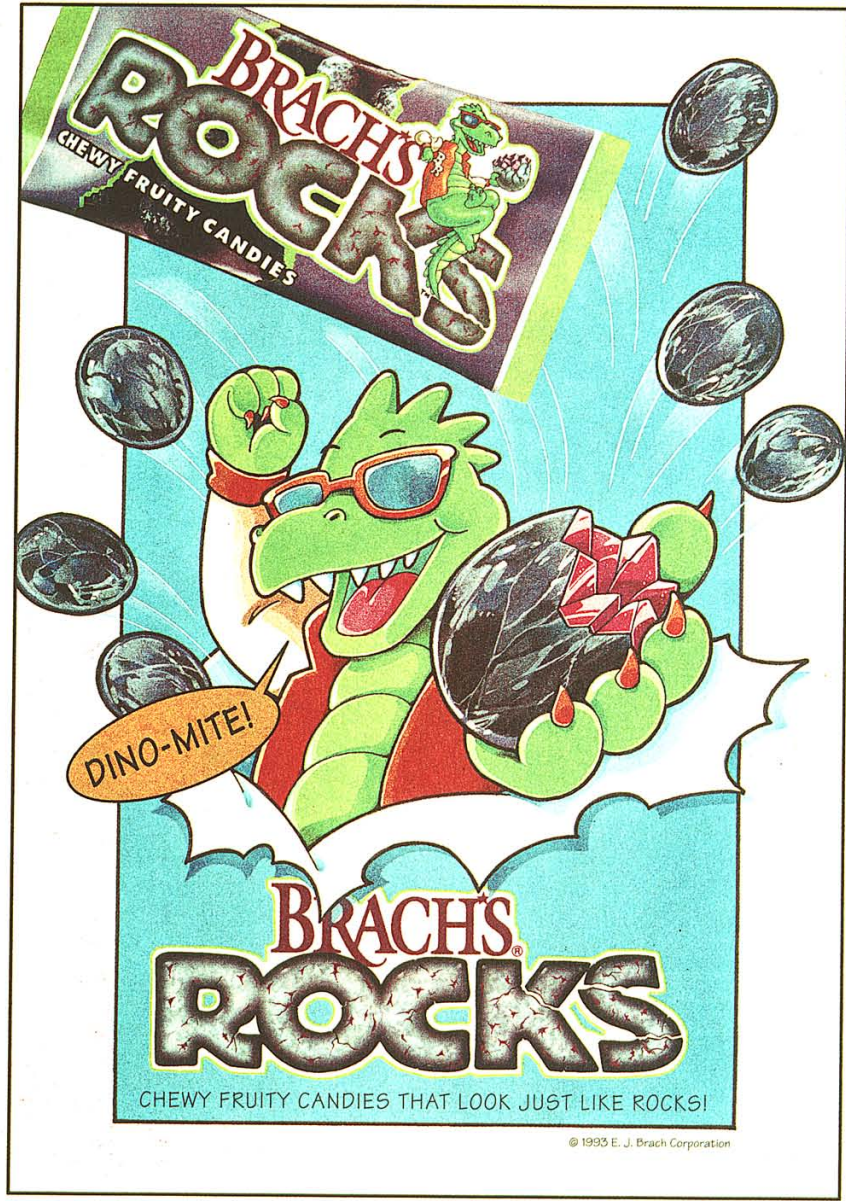
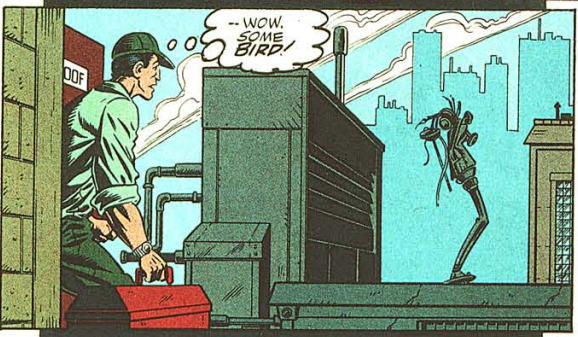
DANNY FINGEROTH
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TOM DEFALCO
EDITOR IN CHIEF

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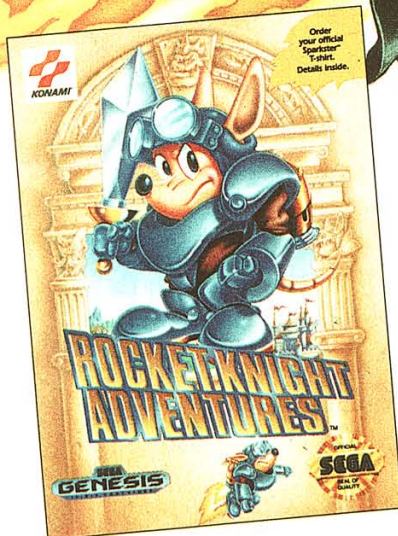


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**WHEN CONFRONTED
WITH DANGER
OPOSSUMS WILL OFTEN
PLAY DEAD...**

THIS ONE GOES



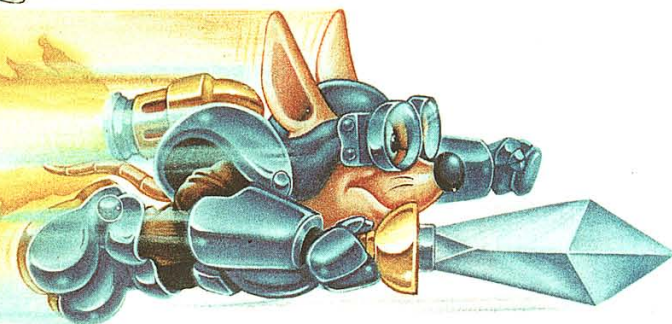
It's Sparkster™ the Rocket Knight, the most amazing opossum ever to rocket to stardom! He's the star of **Rocket Knight Adventures™** for Sega™ Genesis™. And he's got pumped up personality, warp speed and quick wits.



Konami Game Hint and Tip Line: 1-900-896-HINT (4468). 70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required. Rocket Knight Adventures™ is a trademark of Konami (America) Inc. © Sparkster is an official Konami character and all rights are reserved. Konami is a registered trademark of Konami Co. Ltd. © 1993 Konami (America) Inc. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. All rights reserved.



BALLISTIC.



Blast off into 7 epic stages of adventure and go hog wild against the hugest, strangest pig creatures imaginable. They're after the mysterious Key to the Seal once handed down by the brave founder of Zebulous. In the wrong hands it will unleash total destruction. Through every stage Sparkster moves, flies and rides in new directions to escape opossum punishment. Will he hang tough? You bet, 'cause his talented tail can get a grip on all kinds of hairy situations.

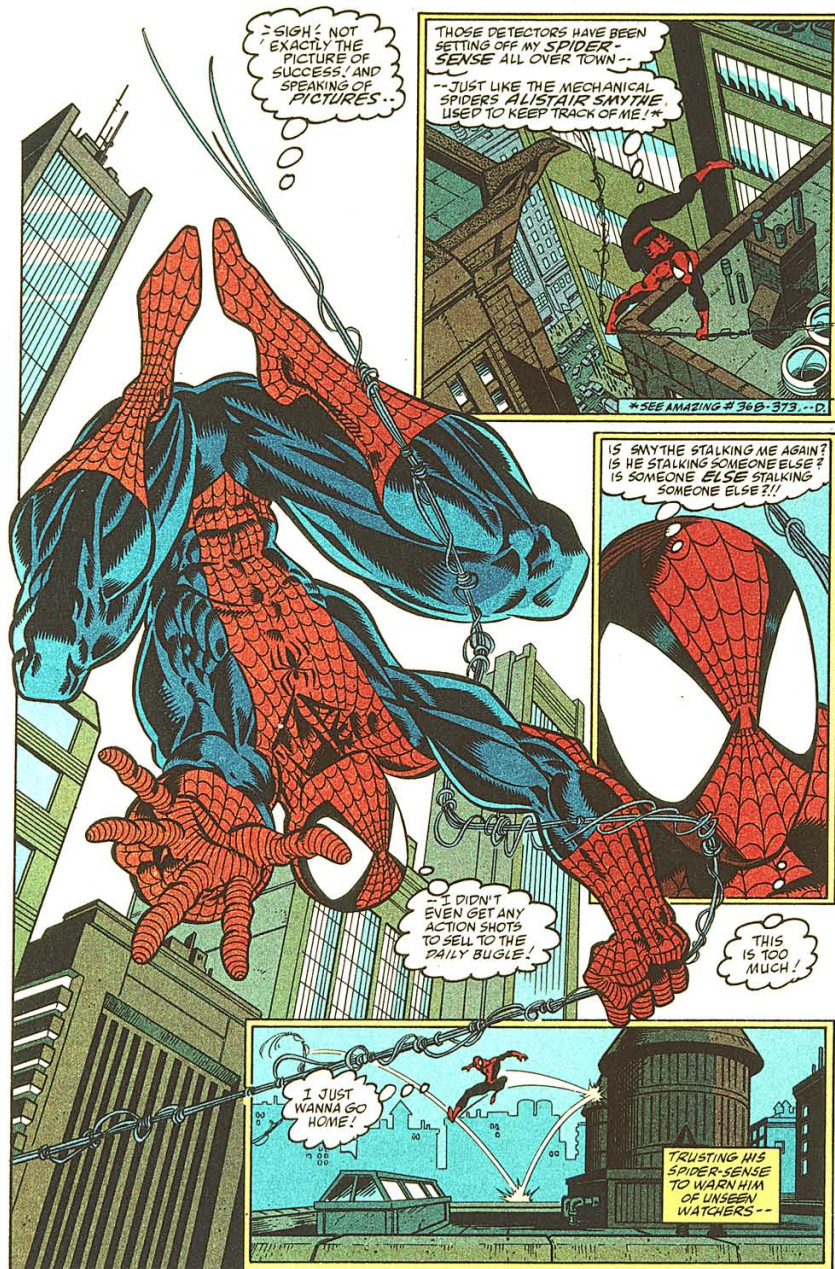


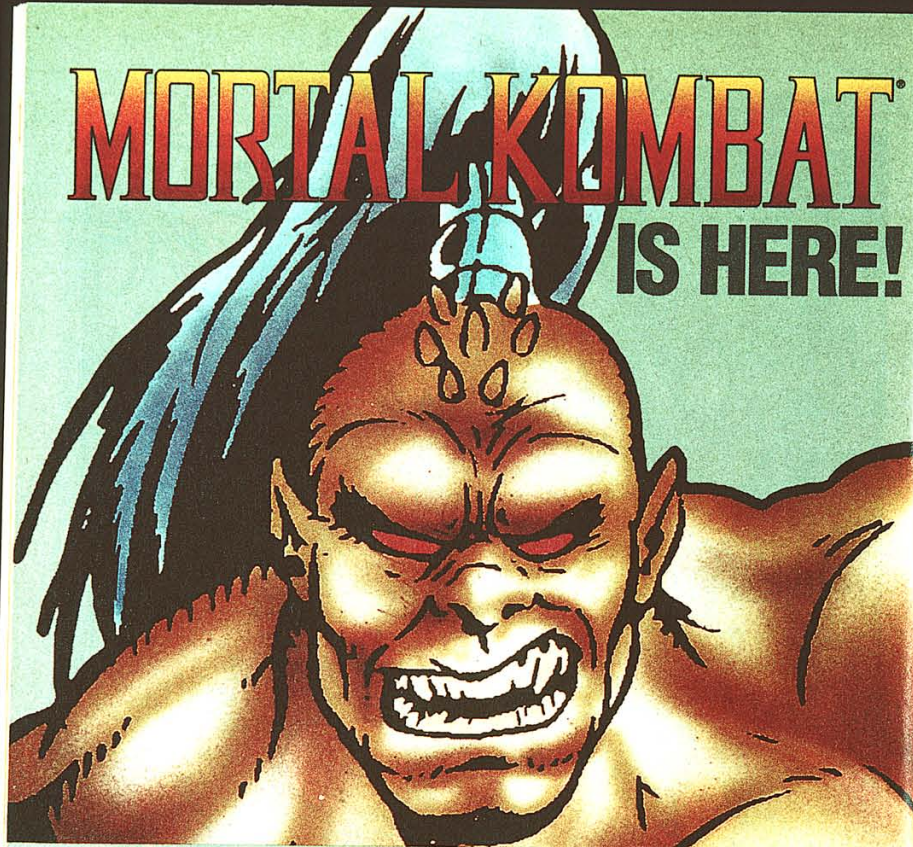
You're the thrust-miester controlling our hero's jet pack and his assault sword. And you better kick some pork butt because Sparkster's animal magnetism attracts mechanized pig mutants like the Giant Pigbot and the Drill of a Lifetime. You'll go gonzo over spectacular new graphic techniques like the mirrored lava pools, the rotating gravity room, and Axle Gear's massive laser blaster.



That's only some of what awaits Sparkster the Rocket Knight. So rustle up some courage and launch into the most animalistic action this side of Zebulous. **KONAMI®**







MORTAL KOMBAT[®]

IS HERE!



JOHNNY CAGE'S
SHADOW KICK!



FINISH HIM!

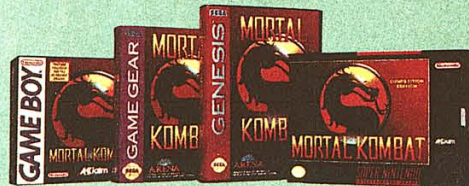


GORO LIVES!



YOUR FAVORITE
KOMBAT WARRIORS!

The most anticipated game of the year is now at Kmart[®]! From the incredible Kombat Warriors to the grueling endurance and intense mirror matches, the #1 arcade smash explodes on SNES[®], Game Boy[®], Genesis[™] and Game Gear[™]! So for bone-shattering action and ferocious finishing moves, it's Kmart[®] for MORTAL KOMBAT[®]!



GAME BOY[®]

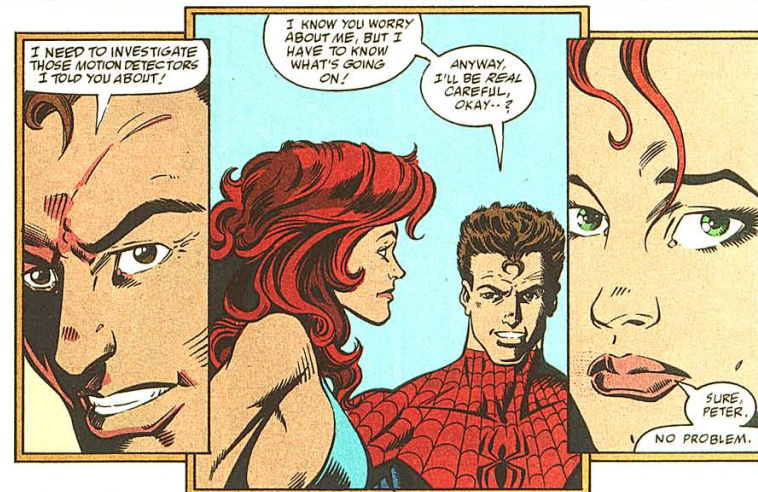
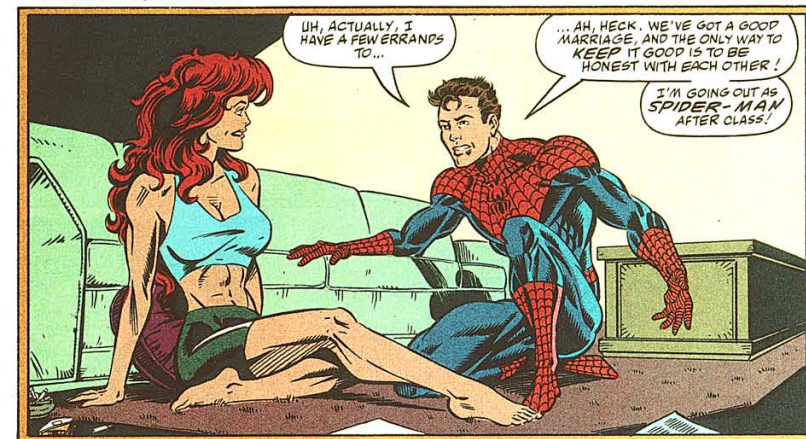
GAME GEAR[™]

GENESIS[™]

SUPER NES[®]

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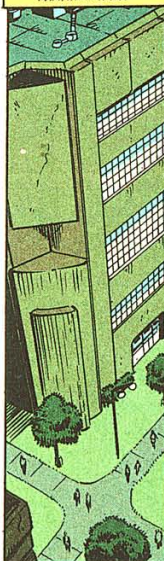
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THAT DETECTIVE I HIRED TO INVESTIGATE THEM FOUND NOTHING AMISS... BUT **SOMETHING'S** WRONG!

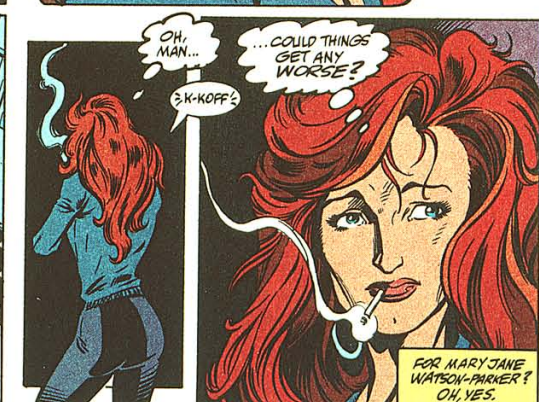
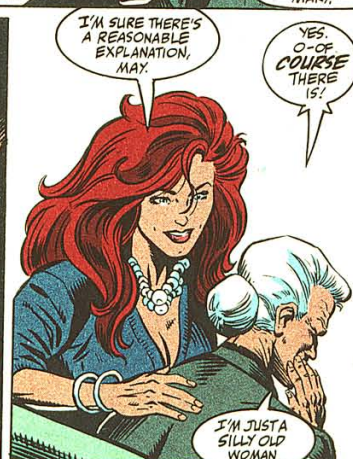
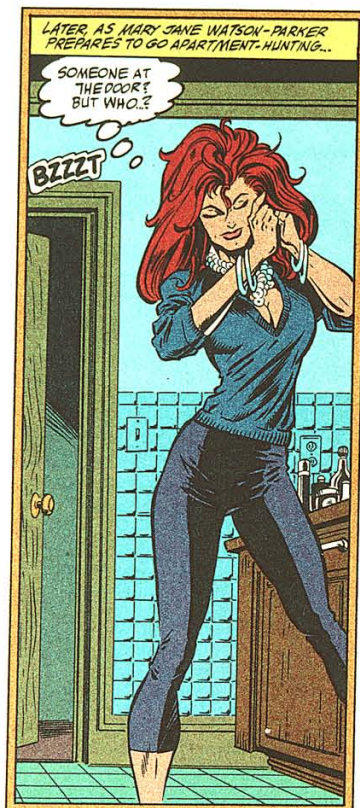
SOLENNLY, MAY PARKER TAKES HER OWN CAB TO MANHATTAN.



COULD BE SILVER SABLE, TRYING TO FIND RECRUITS FOR HER WILD PACK. SHE CERTAINLY HAS THE HIGH-TECH RESOURCES TO--

WHILE AT THAT BOROUGH'S EMPIRE STATE UNIVERSITY...







BUT AS NIGHT FALLS--

--THINGS ARE ABOUT TO WORSEN MUCH SOONER FOR HER WEB-SWINGING HUBBY.



WE'VE GOT 'IM! SECTOR TWELVE! TRIANGULATION GRID PRINTING OUT NOW!

THEN HE'S NOT PERFECT! HE MISSED ONE OF THE WATCH UNITS!



HAVE THE JURY CONVERGE ON THOSE CO-ORDINATES IMMEDIATELY!



WHILE AT THOSE COORDINATES...

TOOK WILL POWER TO IGNORE MY SPIDER-SENSE --

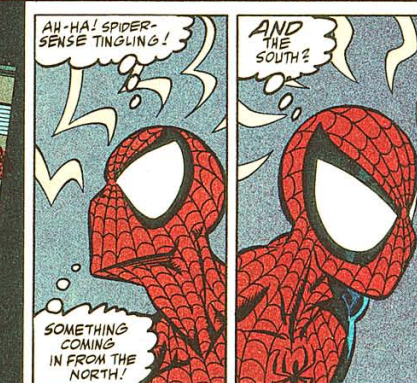
--TO LET MYSELF BE SPOTTED BY THAT DEVICE!

BUT IF I CAN NAB WHAT COMES TO NAB ME, THEN MAYBE I CAN GET SOME ANSWERS.



'COURSE, I COULD'VE CALLED THE FANTASTIC FOUR TO HELP, BUT... NAAAAH! HOW DANGEROUS COULD IT BE?

NO ONE'S GONNA SEND A WHOLE ARMY AFTER LITTLE OL' ME!



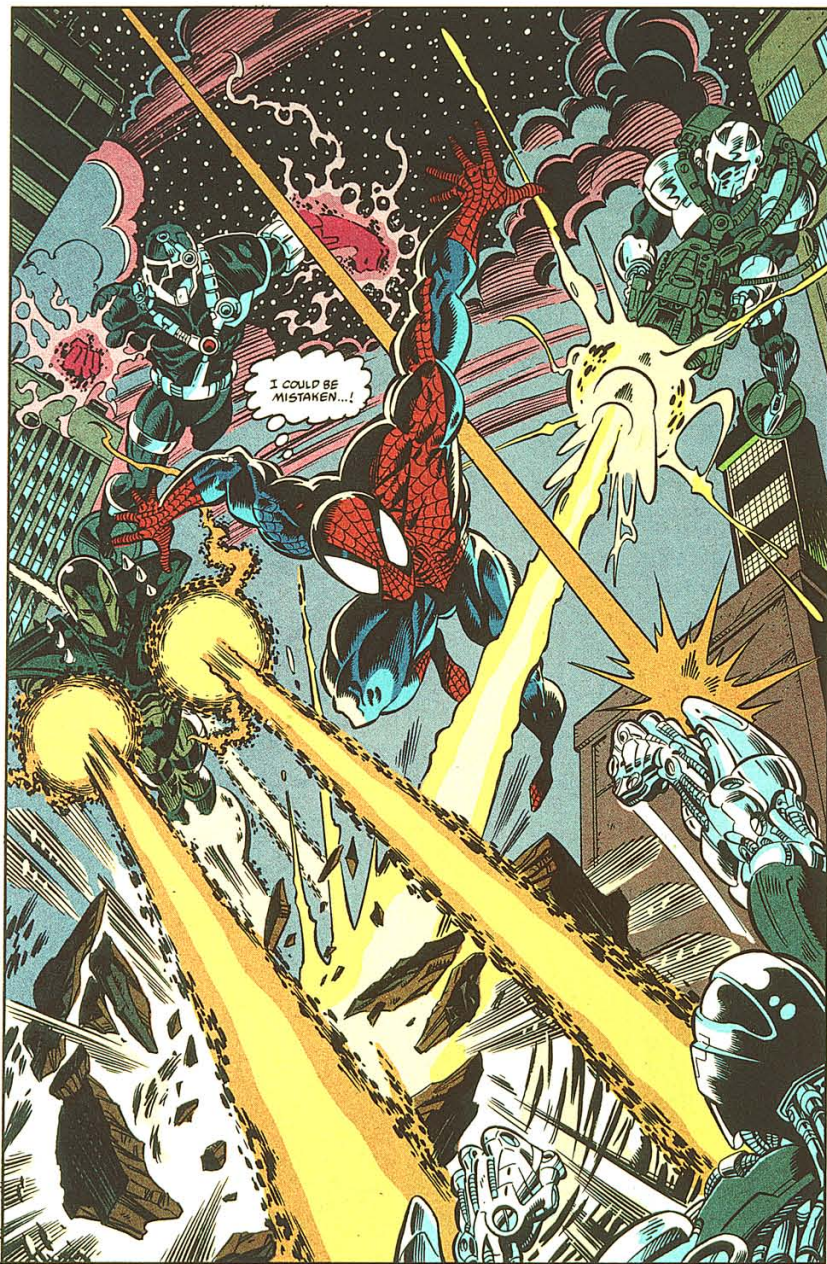
AH-HA! SPIDER-SENSE TINGLING!

AND THE SOUTH?

SOMETHING COMING IN FROM THE NORTH!



UHHHH, THAT CRACK ABOUT NO ONE SENDING AN ARMY?



FLEER® GOES TO THE HOOP WITH DREXLER.



NBA All-Star Takes Fleer Series 1 To New Heights!

For '93-'94, Clyde Drexler is jammin' for the best Fleer NBA basketball set ever! 240 basic cards. Now with UV coated fronts featuring bigger color-enhanced action photos. Hot dayglow graphics. And three action-packed basic subsets: "NBA League Leaders," "NBA Award Winners" and "ProVisions" art cards.



UV coated card front.



Basic card back.



"I'm Visions" subset card.

Three Highly Collectible Limited-Edition Subsets.

Exciting superstars. Last year's sensational rookies. Outstanding international players. Fleer honors them all—with three highly collectible insert series. The line-up includes 12 "NBA Internationals"—top players born outside the U.S. 24 "NBA All-Stars." Plus 24 of our coveted "Rookie Sensations."



"NBA All-Stars"—wax and rack packs only.



"Rookie Sensations"—pre-priced jumbo packs only.



"NBA Internationals"—all packs.

Find This Card And Get A Set Of '93-'94 NBA Rookies.

It's randomly inserted. And you can mail it in for an exclusive Fleer "1993 NBA Draft Lottery Exchange" subset, with up to 11 college stars from the '93 NBA Draft Lottery who sign with their teams by Nov. 1, 1993. See insert card for details."



Clyde Glides In New "Highlights" Subset.

Our limited-edition 12-card Clyde Drexler "Career Highlights" subset features UV coating, gold foil stamping—and over 2,000 randomly inserted cards personally autographed by "Clyde The Glide" himself."

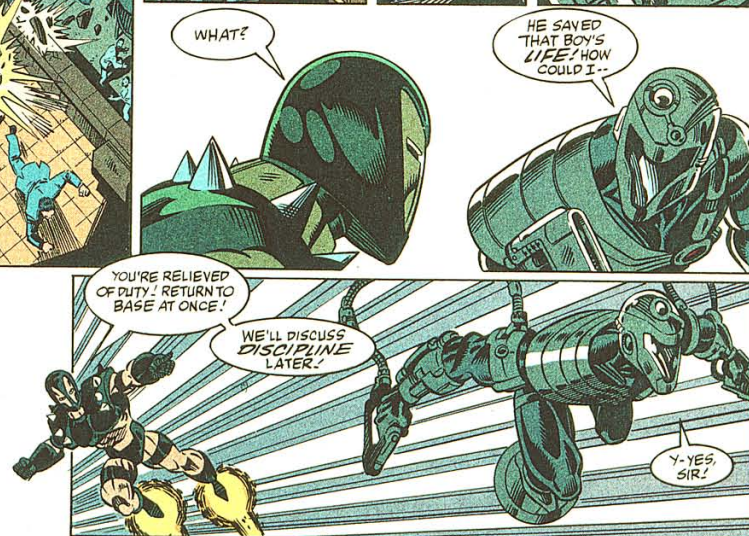
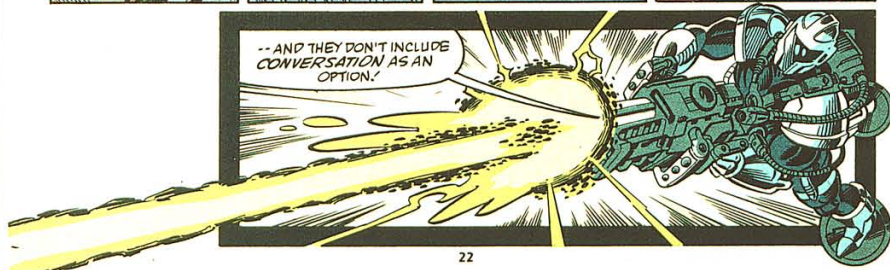
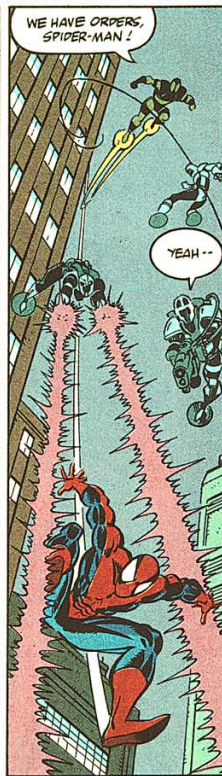


ALL-STAR OFFER

Get 3 additional Clyde Drexler "Career Highlights" cards available only by mail—plus an issue of NBA Inside Stuff magazine—for 10 '93-'94 Fleer NBA Basketball wrappers plus \$1.50. See pack for details.

FLEER
A Game In Every Pack.

*No purchase necessary for a chance to win a Fleer 1993 NBA Draft Lottery Set. Send a 3x5 postcard with name, current address & zip code to: "Fleer Exchange Set," P.O. Box 527, Church Hill, MD 21039. All entries must be received by 4/15/94. Only winners will be notified. Odds: 1:350 packs.
**No purchase necessary for a chance to win a signed Drexler card. Send a 3x5 postcard with name, current address & zip code to: "Drexler Signature Card," P.O. Box 526, Church Hill, MD 21039. All entries must be received by 4/15/94. Only winners will be notified. Odds: 1:7,000 packs. NOTE: Signature cards are fun to find and collect but are of minor monetary value and are subject to changing market conditions.
Odds vary by pack types but are no greater than: Drexler signed card (includes mail-in offer): 1:7,000 packs; unsigned Drexler "Career Highlights" card: 1:6 packs; "NBA All-Stars" card: 1:10 packs; "NBA Internationals" card: 1:10 packs; "Rookie Sensations" card: 1:5 packs; "NBA Draft Lottery Exchange" card: 1:350 packs.



BULLPEN BULLETINS

TOM TALKS

People often accuse Marvel of producing too many comic books. They say that no one can afford all our terrific titles.

I guess that's a compliment. After all, no one cares about missing comics they don't enjoy.

Unfortunately, these complaints have some validity, and it's high time I explained the method to our madness. We love each and every one of you. Without our loyal fans, Marvel Comics couldn't exist. We produce the very best comics we can because we know that's the secret to entertaining you. We also know that your tastes are always changing, and that you're always looking for something new.

That's why we're constantly experimenting with unusual storylines, off-beat concepts, and wild new directions for our established titles... as well as continually offering you a selection of all-new, all-different comic books.

I don't want you to think that we'd ever intentionally put quantity over quality. Unfortunately, not every title comes out as well as envisioned. While we always have our share of major blockbusters, some of these new titles only appeal to a select audience. Others fail to appeal to anyone. Some work. Some don't. That's what happens when you experiment as often as we do.

We also get a real kick out of giving new writers and artists a chance to strut their stuff. Major talents like Mark Bagley, Ron Lim and John Romita, Jr. don't suddenly explode on the scene. They develop over a period of years, involving constant hard work. If our comics line wasn't so big, new talent would never have an opportunity of seeing print.

Sure, I guess we could always play it safe. We could publish proven concepts... with popular characters... by top creators. Every title would be a blockbuster, and we'd never have a failure.

But... what's the fun in that?

Thanks for being there,

Tom D.

HYPELINE: ON SALE THIS WEEK

- ☐ AKIRA TPB #10: Graphic violence, adult themes — this one's got it all!
- ☐ ALPHA FLIGHT #126: Down amongst the dead!
- ☐ AMAZING SPIDER-MAN #383: Aieee — the Jurg!
- ☐ BARBIE #35: You can teach a new puppy plenty of tricks!
- ☐ DARKHOLD #14: Pardon me, have you seen my Monstrocity?
- ☐ GHOST RIDER #43: The secret of Ghost Rider's blazing chain!
- ☐ GUARDIANS OF THE GALAXY #42: Meet Woden, son of Thor!
- ☐ HEAVY HITTERS ANNUAL #1: It will blow you through the back wall!
- ☐ HYPERKIND #3: Make a pact with the Psal!
- ☐ LAWDOG VS. GRIMROD #1: Let's see who can hit the heaviest!
- ☐ LETHAL FOES OF SPIDER-MAN #3 OF 4: You want to kill Spider-Man? Get in line!
- ☐ MARVEL COMICS #141: With Erik Larsen writing Wolverine!
- ☐ SAVAGE SWORD OF CONAN #215: Conan must break the Living Wind!
- ☐ NIGHT THRASHER #4: Aardwolf is an 'ard 'n' wolf to beat!
- ☐ PSYCHONAUTS #2 OF 4: When

- ☐ dinosaurs attack, the Psychonauts will kick Jurassic!
- ☐ PUNISHER WAR ZONE #21: DX is 2 mean 2 die!
- ☐ QUASAR #52: Pandemonium at Project: Pegasus with the Geometer!
- ☐ RAVAGE 2099 #12: Guess who can transform into a crazed beast! No, it's not Tom DeFalco!
- ☐ SAVAGE SWORD OF CONAN #215: Conan must break the Living Wind!
- ☐ SECRET DEFENDERS #9: With War Machine, Thunderstrike, and Silver Surfer!
- ☐ SILVER SABLE #18: That slippery symbiote stops by — Venom!
- ☐ SLEEPWALKER #30: Just like Norman Bates... Psycho returns!
- ☐ TERRARISTS #1 OF 4: Hit hard! Hit fast! Hit Heavy!
- ☐ WILD THING #8: Swimming in a virtual Reality Swamp!
- ☐ WOLVERINE #75: Oh, my achin' adamantium bones...
- ☐ WONDER MAN #27: Asgardian action!
- ☐ X-FACTOR #96: Guest-starring Forge!
- ☐ X-MEN ADVENTURES #13: Bishop is back... in time!

It was the heat wave of the century! Well, not really, but after overtopping the blizzard of the century a few months back, we felt obligated to do likewise for this past summer's heat blast. The heat wave kicked off on the East Coast in June, with an intensity hotter than all three Infinity crossovers put together! At one point, the heat was so intense, even Iceman worked up a sweat!

Of course, while half the country was melting, the other half was drowning under the most devastating floods since Thor and Storm got together for a rain dance! We asked our flying freelancers how they managed to beat the heat this summer. Here's what they had to say.

Penciler/inker John Czap, currently sticking to your walls in the all-new SPIDER-WOMAN limited series, believes that if an artist can't stand the heat, he should get out of the studio. Said John, "I went to my girlfriend's house to work, because she's got air-conditioning!"

Other artists never had to set foot outdoors. SPIDER-MAN 2099's inker, Al Williamson, said "I met my deadlines in an air-conditioned studio!" SECRET DEFENDERS penciler Tom Grindberg also stayed safely indoors, "watching my grass turn a pretty crispy shade of brown!" Tom also let slip the secret that he will soon be permanently taking over the penciling chores of WARLOCK AND THE INFINITY WATCH!

Glynis Oliver, who colors X-FACTOR, said her solution to the summer swelter was to go jump in a lake! Glynis noted that "All the fans in town sold out! You couldn't buy a fan!" Fortunately here at Marvel, we don't have to buy our fans — we've got enough fans of our comics to keep us cool!

Mike Gustovich, the penciler/inker of the smash AVENGERS limited series, THE TERMINATRIX OBJECTIVE, found the key to staying cool was dressing down. Said Mike, "I drew mostly naked!"

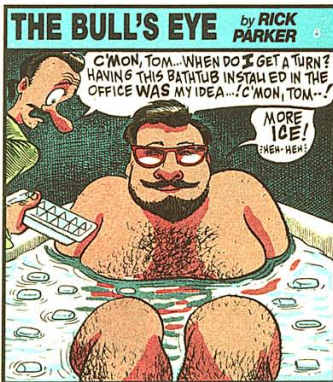
Other artists discovered their own creative concepts in coolness. Inker Keith Williams said "I sat on a very large ice cube inking the very hot WARLOCK CHRON-

ICLES book!" Penciler Flint Henry, who makes LAW DOG the hottest dog at Marvel, combined the two above answers, noting, "I worked in the buff on a giant block of ice sculpted to look like Modoki!" (That Flint really needs to get out more...)

PUNISHER penciler Hoang Nguyen dodged the heat as easily as Frank Castle dodges bullets. As Hoang put it, "I stayed inside most of the time, trying to cool off with an iced tea!" BIKER MICE FROM MARS penciler Rurik Tyler seems to have overheated, as he queried, "Beat the heat? Is that a new character?"

On the flip side of the country, we found AMAZING SPIDER-MAN inker Randy Emberlin, who was deluged with so much rain this past summer, he qualifies for citizenship in Atlantis! Randy commented, "It was a cold summer! We put the air conditioner in in May, and we didn't use it but once! I think we had maybe one week of sun!"

Just goes to show you that no matter where you live, there's always someone out there with worse weather than you! Finally we have BARBIE writer Lisa Trusiani who offered her own unique solution as to how to beat the heat: "With a stick!" And on that note, we remind you that no matter how hot it gets, Marvel Comics do not melt — not in your mouth, and not in your hands!



MARVEL COMICS

X-MEN

You asked for more
Mutant action

— you got it!
The world's coolest series keeps getting hotter! Add these to your home video collection today!



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TOYSRUS

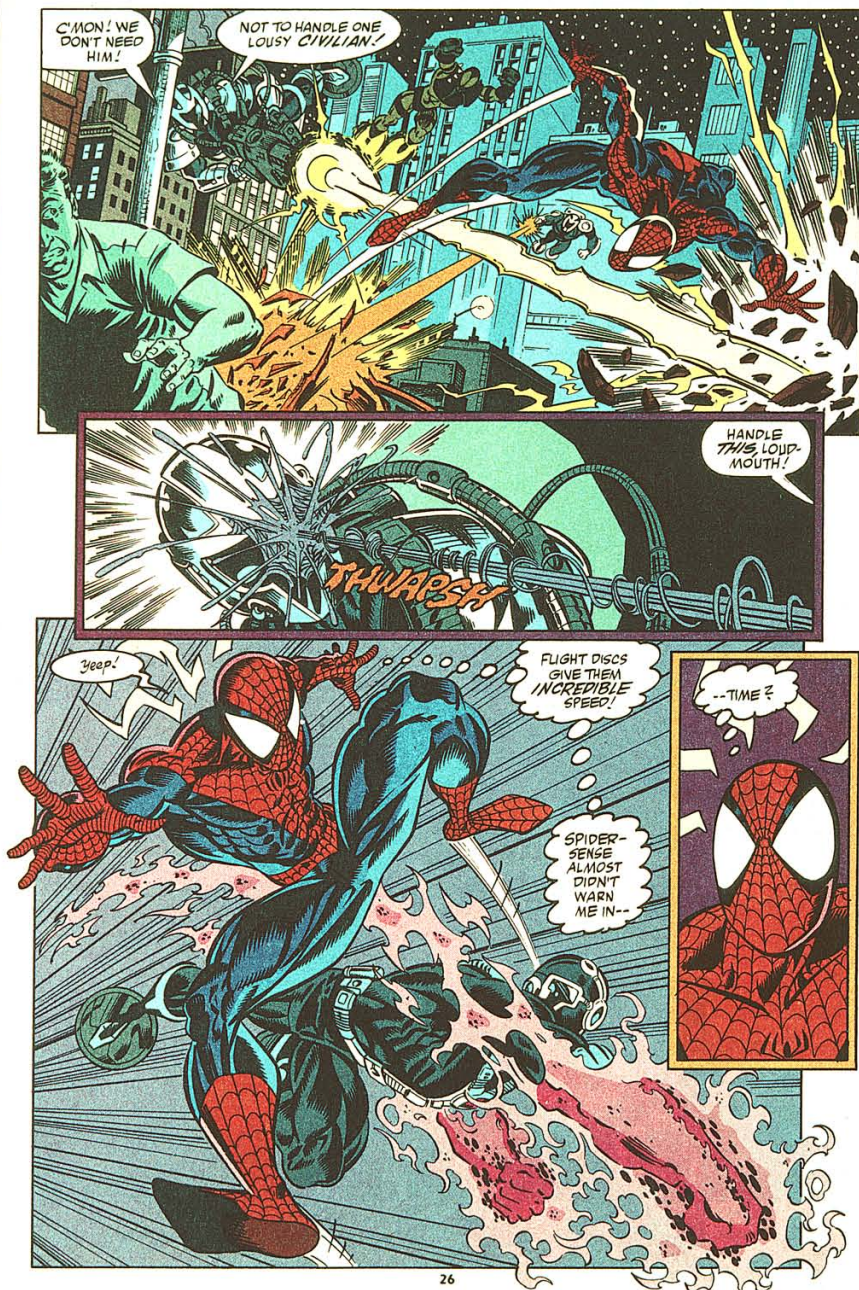
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KIDS NETWORK

SABAN

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PLAY IT IF YOU DARE

Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

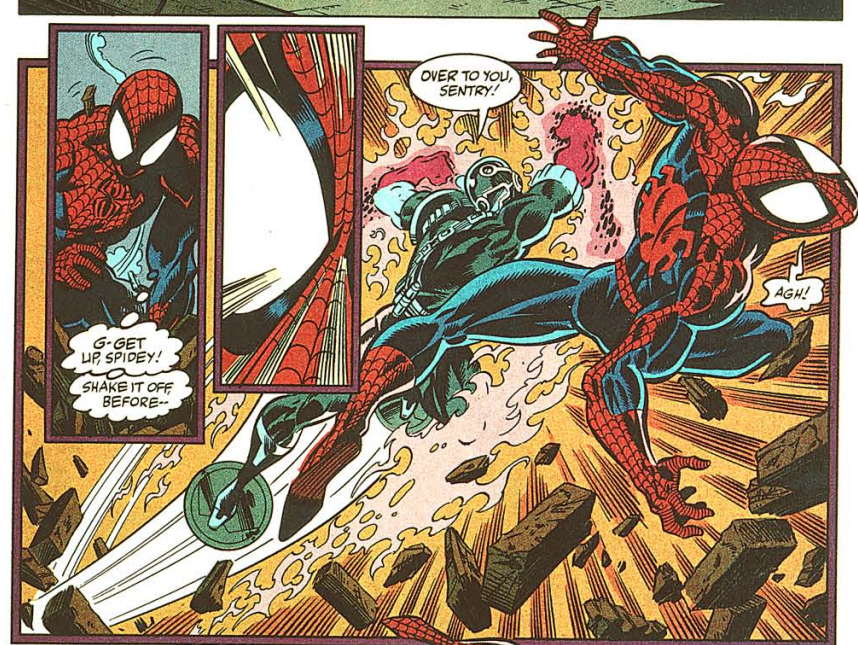
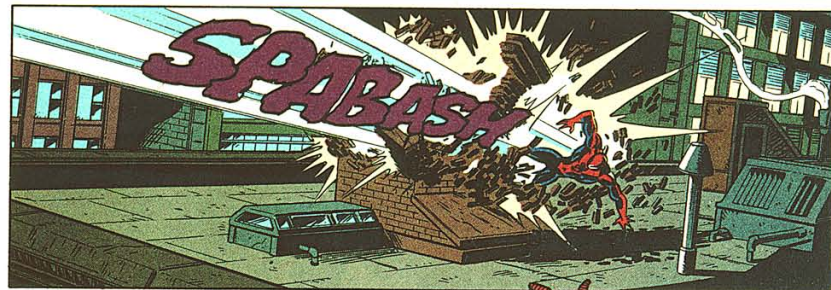
Available for all Nintendo and Sega platforms.

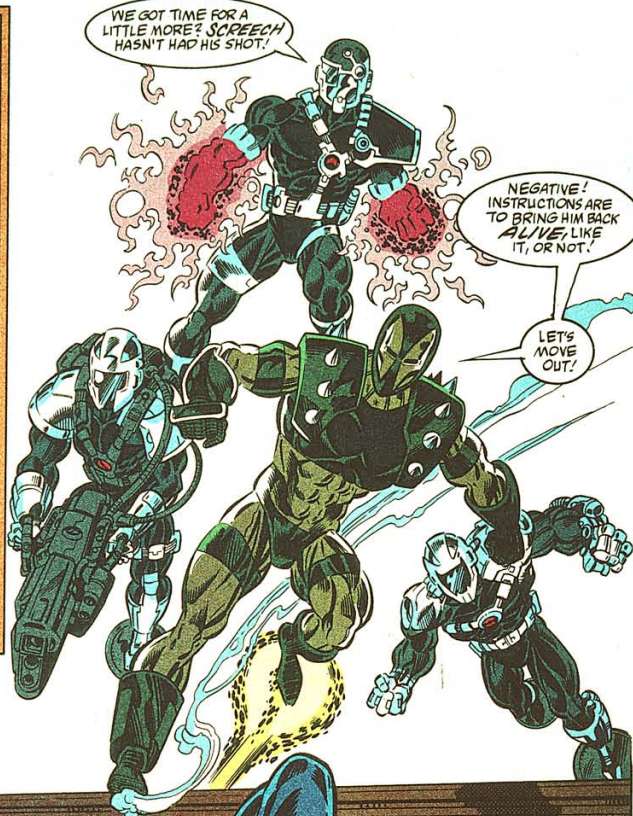
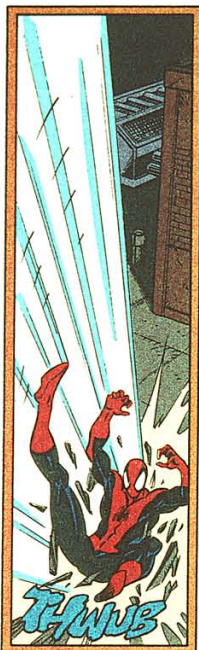
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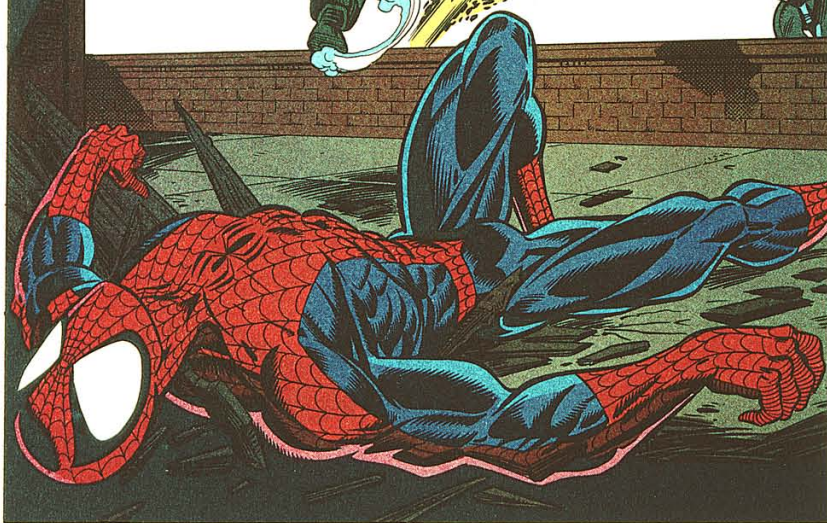




WE GOT TIME FOR A LITTLE MORE? SCREECH HASN'T HAD HIS SHOT!

NEGATIVE! INSTRUCTIONS ARE TO BRING HIM BACK ALIVE, LIKE IT, OR NOT!

LET'S MOVE OUT!



SP...
M...



HNH..?



WHA..?

SPIDER-MAN!



HU... AH, GEEZ?



DISORIENTATION IS NORMAL, A RESULT OF THE CHEMICALS BEING RED THROUGH YOUR BODY.

STRUGGLING WOULD BE FUTILE.

I... I DON'T UNDERSTAND! WH-WHY...?



WHY DO YOU WANT...TO KILL ME?

OUR OBJECTIVE ISN'T MURDER--



--IT'S JUSTICE! YOU'RE TO BE TRIED FOR THE CRIME--

--OF BRINGING VENOM'S ALIEN COSTUME TO EARTH!



ONLY WHEN YOU'VE BEEN PROPERLY CONVICTED..

...WILL WE CARRY OUT THE EXECUTION!

NEXT ISSUE:
**TRIAL...
TERROR**
Plus: MORE OF AUNT MAY'S INVESTIGATION!

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AN INSIDE LOOK AT THIS MONTH'S HOTTEST COMICS!

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HAS THE BRAVEST OF THE X-MEN REALLY LOST HIS BACKBONE? FIND OUT IN THIS SPECIAL 48-PAGE ANNIVERSARY ISSUE. IT FEATURES A SAVAGE WOLVERINE HOLOGRAM THAT EXPLODES OFF THE COVER.



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SPIDER-WOMAN #1 OF 4

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VENOM: THE MADNESS

THE WORST HAPPENS WHEN EDDIE BROCK FALLS IN LOVE, LEAVING A CERTAIN SYMBIOTE FEELING VERY JILTED. THIS LOVE TRIANGLE HAS SHARP EDGES THOUGH, AS JUGGERNAUT AND BLACK TOM CASSIDY ATTACK. BY ANN NOCENTI, KELLEY JONES AND JOHN BEATTY.

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